

Cutting algorithm in 7 steps

1. Add 4 Vertices : (e, f, g, h), defining
(e, f) defined by (b, c, 0.6) and (g, h) by (d, c, 0.4)
2. Buffer 4 Vertices Adding Event : (e, f, g, h)
3. Add 5 Triangles :
((b, e, a), (f, c, a), (b, d, g), (b, g, e), (h, c, f))
4. Buffer 5 Triangles Adding Event :
((b, e, a), (f, c, a), (b, d, g), (b, g, e), (h, c, f))
5. Buffer 2 Triangles Removing Event : ((a, b, c), (b, d, c))
6. Propagate and Handle buffered Events
7. Remove 2 Triangles : ((a, b, c), (b, d, c))

